

Magic from the Multiverse

Spells and Artifacts

Introduction: Those traveling the planes as we know them have gathered together an impressive list of magical knowledge. But elsewhere, intrepid mages have crafted spells of such power and splendor that it would be a shame not to spread that knowledge.

By NICHOLAS



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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First Steps

It is madness that drives men to seek forbidden knowledge, and madness has given it form.

—The Unspeakable flavor text, Wizards of the Coast

Upkeep

The majority of this work is an interpretation of a popular and known work. I have made little effort to hide the origin of these concepts, but I hope that this work makes it to you unscathed. I encourage you to support the companies from which these were gleaned, as they have and continue to provide an incredibly rich and engaging play environment.

The Draw

Whenever someone wants to make something, they inevitably think back to whatever they first encountered or experienced as inspiration and often their work derives from there. In that tradition, I made my first fledgling steps with a small sample of completely homebrewed spells. These started as a design experiment to expand and explore some of the mechanics in the game.

However, you needed something to connect to as well. You will recognize a number of the later spells or concepts that make up the bulk of this list. The majority of these entries are very recognizable or were popular in their own time. I also attempted to craft a number of these that did not make this iteration. Some simply did not work given the issues with translating media or became too contrived to be understandable or effective.

The Main Part

More than anything I hope these inspire you and enrich your play. You will find that these spells are not evenly distributed between schools and classes, though I tried where I thought it was necessary and valuable. If you feel like there is something that I missed, do what I did.

End Step

These spells are NOT balanced in any functional way amongst them or spells from Official Dungeons & Dragons source books. Their use in play should be consulted with your DM first. Like Unearthed Arcana articles, published by Wizards, these are very volatile and could interact negatively with any number of rules or effects already present in the game. Though I tried to capture the flavor of the original, this version may feel or play completely different than you thought. I am willing to update these with helpful suggestions and honest feedback at some point in the future, including adding other fan favorites to this list.

Good luck, and safe travels, Adventurer. This is not the last time we meet.

Nick

Homebrewed

Compress Time

Level 2 Transmutation

Casting Time: 1 Action

Range: 30'

Component:s VSM Crumpled String or Compressed Spring

Duration: 1 Round

The object of your focus is able to fit more into the same amount of time. Target creature gets a second reaction that it may use before its next turn or one additional action for use during its next turn. Target creature has an additional reaction or action that it may use before the end of its next turn.

SorcererWizard

Shattered Concentration

Level 2 Evocation

Casting Time: 1 Action

Range: 30'

Component:s

Duration: Instantaneous

You stop concentrating and deal a number of d10 equal to the spell level of that spell, turning your concentration into psychic damage to assault creatures within range that fail a wisdom save, or half that on a success.

BardSorcererWizard

Stutter Strike

Level 3 Transmutation

Casting Time: 1 Reaction

Range: 30'

Component:s S

Duration: Instantaneous

You create a small rift in between the lethal force of a strike and it's intended target, hopefully enough time to make a difference. Before damage of any spell or attack from a target in range, make an ability check using your spellcasting ability modifier and a DC equal to the spell save DC or attack. On a success, that spell or attack is delayed until the user's next turn. At that time, all creatures in the area defend or save against the effect, as if in the area of effect, and roll damage and affect all creatures in the target area as though it had just happened.

BardSorcererWizard

Tower Armor

Level 4 Conjuraton

Casting Time: 1 Action

Range: Self

Component:s VSM

Duration: 1 Minute

Your AC becomes 18 as you are encapsulated in an arcane tower of force. You cannot move while this spell is active. As a free action, you may will a hole to open in the side to reduce the AC to 16 and cast a touch spell or interact with another person or object. You cannot close the hole until the beginning of your next turn as a free action.

ClericWizard

A World Asunder

Morbid Bloom

Level 1 Necromancy

Casting Time: 1 Action

Range: Touch

Component:s VSM A corpse

Duration: 1 Hour

Accelerate the natural processes of decay, using your action to create an Awakened Shrub from a corpse that still has flesh for the duration of this spell. You may command these creatures as a bonus action on your turn.

DruidWizard

Magma Spray

Level 2 Conjuraton

Casting Time: 1 Action

Range: 15' cone

Component:s VS

Duration: Instantaneous

Make a spell attack, striking a target with globules of molten rock and dealing 3d4 fire damage to target creature. Items it is wearing or carrying ignite for one round or until put out with an action and by falling prone. If it fails to put out the fire and dies before the end of it's next turn, the heat engulfs the body and it's corpse burns to ashes.

SorcererWizard

Soul's Fire

Level 2 Evocation

Casting Time: 1 Action

Range: 30'

Components: V

Duration: Instantaneous

Draw out your intrinsic strength through flame, rolling a number of d6 equal to your Strength modifier. The target must make a Dexterity saving throw or take that amount in fire damage, or half that on a success.

ClericDruid

Swerve

Level 2 Abjuration

Casting Time: 1 Reaction

Range: 30'

Components: VS

Duration: Instantaneous

Tap into a spell from a spellcaster within range, twisting it enough to push it off course. If target spell attack has a single target, change the target to another target within range of from the caster.

BardSorcererWizard

Blightning

Level 3 Evocation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

Strike out with lightning intent on tearing through the victim's mind. Deal 2d6 lightning damage to that creature on a failed Wisdom save and it cannot use special class features or actions, not including legendary or lair action, until the end of their next turn. On a success, only deal half damage.

SorcererWizard

Exploding Borders

Level 3 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

Incite the terrain where each of your allies in range stands, swims, flies, or trudges, to explode in a torrent of elemental force dealing 1d6 of a type of damage determined by the DM appropriate to the terrain (rocks might bludgeon, swamp muck might be acidic, etc.) to creatures within 5' on a failed Dexterity save, or half that on a success.

DruidSorcerer

Intimidation Bolt

Level 3 Evocation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

Sling a searing radiant bolt as a spell attack, dealing 3d6 radiant damage. On a hit, creatures that can see this hit roll a Wisdom save. Those that fail cannot attack you until the beginning of your next turn.

BardClericPaladin

Soul's Might

Level 3 Transmutation

Casting Time: 1 Action

Range: Touch

Components: VS

Duration: Concentration, 1 Minute

You invigorate an ally in range with your own power, increasing target creature's Strength score to equal yours for the duration of this spell. At the end of this time, they must rest for at least 5 minutes or increase it's level of Exhaustion by one.

ClericDruidRanger

Banefire

Level 4 Evocation

Casting Time: 1 Action

Range: 60'

Components: VSM A bit of obsidian

Duration: Instantaneous

Launch an intense gout of fire at a creature. On a failed Dexterity save, deal 6d8 of fire damage to a single target or half on a success. This spell cannot be countered, reduced by resistances, and does not deal damage to temp HP.

Sorcerer

Breath of the Monster

Level 4 Evocation

Casting Time: 1 Action

Range: 60'

Components: V

Duration: Instantaneous

Invoke the power of a dreadful demon-dragon, making a spell attack at three targets in range, dealing 5d6 fire damage on a hit.

At Higher Levels: *If you cast this using a 5th level spell slot or higher, you may reduce the number of targets to one and increase damage to 10d6 fire damage.*

SorcererWarlock

Captured Sunlight

Level 5 Evocation

Casting Time: 1 Action

Range: Self

Components: VSM A favor from a denizen of a positive plane.

Duration: Instantaneous

Draw light from the positive plane and overload your own arcane reserves gaining 4d4 HP. You may cast a cantrip as a bonus action this turn.

BardClericDruid

Demonic Dread

Level 5 Enchantment

Casting Time: 1 Action

Range: 30' Cone

Components: VS

Duration: Instantaneous

You tap into the negative power of a demon or devil to lessen a creature's defenses, drawing their power into this world, too. Target creature makes a Charisma save or loses the benefit of shields and Dexterity to AC until the beginning of your next turn. You may cast a cantrip as a bonus action this turn.

ClericSorcererWarlockWizard

Soul's Majesty

Level 5 Divination

Casting Time: 1 Action

Range: Touch

Components: VS

Duration: Concentration, 1 Hour

You reach out to an ally and help them tune in to the world around them, causing their Wisdom score to equal your own for the duration. At the end of this time, they must rest for at least a short rest or become Incapacitated.

ClericDruidRanger

Bituminous Blast

Level 6 Evocation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

Make a spell attack, launching powdered rock and creating an arcane vacuum to draw another spell with it. Deal 3d4 bludgeoning damage to target creature. You may cast a cantrip as a bonus action this turn.

SorcererWarlockWizard

Flurry of Wings

Level 6 Conjuraton

Casting Time: 1 Action

Range: 20'

Components: VSM An aracockra feather, willingly given.

Duration: Concentration, 1 Hour

Conjure a number of CR 1/4 Arracockra soldiers equal to the number of allies in range, up to 6. You cannot cast this spell again while you still have summoned soldiers.

DruidWizard

Violent Ultimatum

Level 6 Evocation

Casting Time: 1 Action

Range: 100'

Components: V

Duration: Instantaneous

Obliterate the bodies of up to three creatures that you can see each with a CR of no more than 3. Creatures that have a higher CR make a Constitution save and take 5d10 force damage on a failure or half that on a success. This spell cannot be cast again until you take a long rest.

SorcererWizard

Lavalanche

Level 7 Evocation

Casting Time: 1 Action

Range: 50'

Components: VS

Duration: 1 Minute

Draw raw molten rock to the surface and make it flow as though it has purpose. It deals 4d6 fire damage to

each creature in a 25' line up to 50' that fails a Constitution save and half this on a success. Creatures that end their turn in this area reroll the save. This lava ignites all unattended objects, and plants in it's path. The line for the flow can increase to 300' if cast down a steep incline and may change course at the DM's discretion.

DruidSorcerer

The Odyssey

Chainer's Edict

Level 2 Evocation

Casting Time: 1 Action

Range: 30'

Component:s: V

Duration: Instantaneous

Strike at the bonds between a summoned or conjured creature keeping it in this world. Target creature summoning another creature makes a Constitution save or you choose a summoned or conjured creature that is immediately destroyed.

PaladinRangerSorcererWizard

Overmaster

Level 2 Evocation

Casting Time: 1 Bonus Action

Range: Self

Component:s: S

Duration: 1 Round

You add an additional power to your spells, allowing it to plow through defenses and work unimpeded. The next spell that you cast is not affected by abjuration spells or creature resistances. Creatures with the fey ancestry trait can be charmed with overmastered spells.

SorcererWarlockWizard

Deep Analysis

Level 3 Divination

Casting Time: 1 Action

Range: Self

Component:s: VSM A spyglass

Duration: Instantaneous

Breathe in arcane energy and immediately learn two numerical facts of your choice about a creature that you can see. If you would have less than half of your

maximum spell slots after casting this, you learn another two numerical facts of your choice about a creature that you can see.

BardRangerWizard

Balancing Act

Level 4 Enchantment

Casting Time: 1 Action

Range: Self

Component:s: VS

Duration: 1 Minute

Appeal to the creatures' most basic instinct to even the playing field. If there are more allies or enemies, a number of creatures within 60' of you that fail a Charisma saving throw equal to the difference are charmed, if they can be, and prevented from engaging in combat for the duration. If you cannot make an even number of allies and enemies through this means, this spell fails. For every hostile enemy that leave the area of effect or perishes, a random charmed enemy becomes hostile again.

BardClericPaladin

Molten Influence

Level 4 Abjuration

Casting Time: 1 Reaction

Range: 30'

Component:s: VS

Duration: Instantaneous

Direct elemental force at a caster to counter a spell if they fail to make a save with whichever their spellcasting ability is. If they succeed on the save, they take an 2d6 bludgeoning and 2d6 fire damage.

DruidSorcererWizard

Moment's Peace

Level 4 Enchantment

Casting Time: 1 Action

Range: Self

Component:s: VS

Duration: 1 Round

Cause all creatures in a 100' radius to become more docile, and they make a Wisdom saving throw. On a failure, they become less violent and are unable to make attacks, spell attacks, or other violent actions for one round.

BardClericDruid

Dark Cabal's Ritual

Level 5 Necromancy

Casting Time: 10 minutes

Range: 5'

Components: VSM A freshly sacrificed medium corpse

Duration: Instantaneous

Direct your magical might through a sacrifice, gaining a spell slot of one level higher than the slot used for this spell, consuming a freshly killed corpse with the dark of the Shadowfell. If you could not normally have a spell slot of a level created with this spell, you take a number of d6 necrotic damage equal to the level of the spell slot created.

Cleric

Overrun

Level 5 Transmutation

Casting Time: 1 Action

Range: 30'

Components: V

Duration: 1 Minute

Up to six allies within range gain one strength and one dexterity modifier to a maximum of +5. Each of them also gain the Charge attack.

DruidRanger

Beast Attack

Level 6 Conjuration

Casting Time: 1 Action

Range: 5'

Components: VSM A bit of the ape or mammoth

Duration: Instantaneous

Conjure a Giant Ape or Mammoth. It takes its turn immediately after yours and disappears at the end of that turn. If you would have less than half of your maximum number of spell slots, you conjure a second Giant Ape or Mammoth that takes its turn immediately after the first and disappears.

DruidWizard

Insidious Dreams

Level 6 Divination

Casting Time: 8 hours

Range: Self

Components: VM A nightcap

Duration: 24 hours

Over the course of a long rest, your mind wanders and becomes open to terrible possibilities, allowing you to cast this spell and forgo three spells that you know or have memorized to access a single one from any other spell list for the duration. The spell slot used for this spell is still consumed after this long rest and only returns on the one after that.

BardWarlockWizard

Spelljack

Level 6 Abjuration

Casting Time: 1 Reaction

Range: 30'

Components: VS

Duration: Instantaneous

Wrest control of a spell to counter a spell of 5th level or lower and gain the ability to cast it once before your next long rest.

WarlockWizard

Traumatize

Level 6 Illusion

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: 8 Hours

Target spellcaster makes a Wisdom save. On a failure, you flood its mind with disturbing and terrible images, causing it to forget how to cast a random half of their spell list, not including cantrips. This spell affects their entire spell list, not just the ones which have been unaffected by Traumatize. They regain their senses and can use affected spells again after a short rest.

BardWarlockWizard

Roar of the Wurm

Level 8 Conjuration

Casting Time: 1 Action

Range: 5'

Components: VSM A bit of stool from the Wurm

Duration: Concentration, 1 Minute

You draw a new sort of Wurm into the world within 5' of you. This wurm has statistics of a Purple Worm with a challenge rating of 10 and HP of 155. Replace its Tail Stinger attack with Trampling Charge (Mammoth MM pg 332) and Slam, and Multiattack using two Slam attacks. You may only have 1 Wurm in the world at a time. You use your Action to control the Wurm each turn.

At Higher Levels: If you cast this using a 9th level spell slot, when this Wurm dies, you may use your reaction to cast it again.

DruidWizard

Time Stretch

Level 9 Evocation

Casting Time: 1 Action

Range: Self

Component:s: VS

Duration: Instantaneous

You surround yourself in a temporal bubble and concentrate your attacks. You may take two more turns in which you may cast other spells of no more than 3rd level. These spells will not affect another creature until the end of this spell.

BardSorcererWarlockWizard

Wrath

Level 9 Evocation

Casting Time: 1 Action

Range: 30'

Component:s: VSM A shard from an angelic weapon

Duration: Instantaneous

Tap into the destructive power of the Outer Planes, dealing 4d6 radiant damage to all creature in range. All creatures with less than 50 HP make a DC 15 Constitution check and die immediately. If you have less than half of your maximum spell slots, up to two of spirits of those killed immediately to rise to become visible Poltergeists for 1 minute. You can use your action on subsequent turns to direct these Poltergeists.

ClericWizard

The Onslaught

Enrage

Level 1 Enchantment

Casting Time: 1 Action

Range: 15'

Component:s: V

Duration: 1 Round

An ally becomes ferocious beyond all reason. Add 1 damage die of the type that the target would use for any

non-spell attack. This increases by 1 per level of spell slot used above 1.

At Higher Levels: If you cast this using a 2nd level spell slot or higher, add 1 die for each level additional level slot.

BardWarlockWizard

Reward the Faithful

Level 1 Evocation

Casting Time: 10 Minutes

Range: Self

Component:s: SM A tithe appropriate to your deity

Duration: Instantaneous

Your deity grants you additional vitality so that you may live to spread their glory. You gain hp equal to your level

ClericPaladin

Complicate

Level 2 Evocation

Casting Time: 1 Action

Range: 30'

Component:s: VS

Duration: Instantaneous

You only need to place a couple of extra syllables in the incantation, or a flick of the finger to unstabilize a spell. Target creature that is concentrating loses concentration on a failed Charisma save.

BardSorcererWizard

False Cure

Level 2 Necromancy

Casting Time: 1 Action

Range: 15'

Component:s: SM Snake oil

Duration: Instantaneous

You reverse the healing energies to something a little less helpful. For them, that is. The next time that target creature would gain HP before your next turn, it takes that much necrotic damage instead. This will not reduce it to less than 1 HP.

ClericWarlockWizard

Gilded Light

Level 2 Abjuration

Casting Time: 1 Action

Range: 30'

Components: VM A polished metal plate or scale

Duration: 1 Round

You or target ally become sheathed in a protective shimmer and can't be target of spells or abilities for the duration.

ClericPaladinWizard

Mage's Guile

Level 2 Illusion

Casting Time: 1 Action

Range: Self

Components: S

Duration: Concentration, 1 Minute

You defeat enemies before they realize that they are in an arcane game of wits. Any time that a creature would target you with a spell attack during this spell, they must make an Intelligence(Investigation) check against your Spell Save DC, only making the attack roll on a success. Creatures that succeed on the Investigation check do not need to roll again during this spell.

BardSorcererWizard

Pyrostatic Pillar

Level 2 Conjunction

Casting Time: 1 Action

Range: 20'

Components: VSM Piece of static charged fabric

Duration: 1 Minute

You draw power from the earth and a pillar of unstable arcane energy erupts from it eager to lash out of it's confines. When a cantrip or spell below 4th level is cast within range, the pillar follows the source of the spell and deals 2d6 lightning damage to the creature that cast it.

DruidRangerSorcererWizard

Sulfuric Vortex

Level 2 Conjunction

Casting Time: 1 Action

Range: 60'

Components: SM Flecks of sulfur

Duration: 1 Minute

You whip your arms through the air, generating a vortex of swirling brimstone in a space within range. Deal 2d6 fire damage to all creatures within 20' of it that fail a Constitution save at the beginning of their turn. The area is lightly obscured and creatures within the vortex cannot gain HP.

SorcererWarlockWizard

Artificial Evolution

Level 3 Transmutation

Casting Time: 1 Action

Range: 60'

Components: SM Small lump of clay

Duration: Instantaneous

A creature's body and mind boil as it morphs into a form resembling another, if no less powerful or able. Change the nature of target creature to a creature type of your choice on a failed Charisma save.

DruidWizard

Death Pulse

Level 3 Necromancy

Casting Time: 1 Action

Range: 15'

Components: VM Withered insect leg

Duration: Instantaneous

Tap into the animating nature of a creature to reduce it to nothing. A non-construct creature that you see within range makes a Constitution save. Deal the maximum damage of 4 of the target's hit die on a fail.

ClericPaladinSorcerer

Guilty Conscience

Level 3 Enchantment

Casting Time: 1 Action

Range: 60'

Components: V

Duration: Concentration, 1 Minute

Most all creatures understand the concept of a conscience, even if they don't think they have one. You only need to remind them that they do. A target that you can see within range makes a Charisma save. On a fail, when the target creature deals damage for the duration, it deals that much Psychic damage to itself.

ClericPaladinWizard

Pacifism

Level 3 Enchantment

Casting Time: 1 Action

Range: 100'

Components: VSM Bit of olive branch or dove's feather

Duration: 1 Round

A creature within range makes a Wisdom save. On a failed save, it will not attack and does not benefit from shields or Dexterity bonuses to AC. It may attempt to run away from intimidating foes, though it is not frightened. Each time that it takes damage, it rerolls the Charisma save.

Bard Warlock Wizard

Blistering Firecat

Level 4 Conjunction

Casting Time: 1 Action

Range: 5'

Component: SM Orange cat fur

Duration: Instantaneous

Conjure a Large feline of flame and wreathed in smoke and ash. It moves up to 60' now and may move through enemy spaces. It deals 2d6 fire damage to each creature that it comes within 5' of and fails a Dexterity save for the entire turn. It may make one bite attack using your spell attack modifier for 4d6 fire damage at any time. It disappears at the end of your turn.

Druid Sorcerer

Brain Freeze

Level 4 Enchantment

Casting Time: 1 Minute

Range: 30'

Component: S

Duration: Concentration, 1 Minute

You generate a mental strain that builds with successive arcane manipulation, and then release it on your foe to debilitate them. When you break your concentration on this spell, target creature makes an Intelligence save and on a failed save may not cast spells requiring a level spell slots equal to or less than the number of spells cast since you began concentrating, for the next minute on a failed save. On a success, the spell slot level is halved. They can cast cantrips as normal.

Wizard

Siphon Soul

Level 4 Necromancy

Casting Time: 1 Action

Range: 15'

Component: VS

Duration: Instantaneous

You reach out to the life force of surrounding creatures in order to bolster your own. All enemies in range make a Constitution save or are dealt 2d6 necrotic damage and half that on a success. You gain that much HP.

Cleric Paladin Sorcerer Warlock

Unstable Hulk

Level 4 Transmutation

Casting Time: 1 Action

Range: Touch

Component: VS

Duration: 1 Round

You encourage rapid jarring muscle growth for a short time, before the excess mass dissolves into nothing. Target creature may make a Constitution save. On a failed save, or if a willing creature, the target creature's strength becomes 22 until the end of their next turn. They are Paralyzed for the duration of the turn after that while their body returns to normal.

Druid Ranger Sorcerer Wizard

Wave of Indifference

Level 4 Enchantment

Casting Time: 1 Action

Range: 20'

Component: VS

Duration: Instantaneous

All of a sudden, there wasn't a care in the world. Enemy creatures within range make a Charisma save, and do not add their Dexterity modifier to their AC until the end of your next turn on a failure.

Bard Sorcerer Warlock Wizard

Overwhelming Instinct

Level 5 Enchantment

Casting Time: 1 Action

Range: 30'

Component: VS

Duration: Concentration, 1 Minute

An ally's martial prowess infuses another with confidence and energy. Whenever an ally attacks more than once in a turn while within 30' of the target, the enchanted creature may cast a cantrip as a bonus action on their turn. Creatures that cannot cast spells gain 10 temp HP and inspiration instead.

Druid Ranger

Words of War

Level 5 Evocation

Casting Time: 1 Action

Range: 60'

Components: VM Charred page of a book burned in conflict

Duration: Concentration, 1 Minute

Your heart pounds as you begin a litany of fire, blood, and destruction. While you maintain concentration, you can use your action every turn to make a spell attack against target creature that can hear you and deal 2d6 fire, 2d6 psychic, and 2d6 thunder damage.

At Higher Levels: *If you cast this using a 7th level spell slot or higher, add 1 die for each damage type when you hit with the spell attack.*

BardClericPaladinWarlock

Words of Waste

Level 5 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VM Moldering page of a water damaged book

Duration: Concentration, 1 Minute

Your eyes gloss over as you speak of ennui, failure, and loss. While you maintain concentration, you can use your action every turn to make a target creature that can hear you roll an Intelligence save and cause the target to access only the simplest of thoughts, using only basic attacks, or multi-attack if they have it, and cantrips for their next turn on a failure. Creatures that have them can still use legendary actions and lair actions.

At Higher Levels: *If you cast this using a 8th level spell slot or higher, they can not use cantrips.*

BardSorcererWarlock

Words of Wilding

Level 5 Conjunction

Casting Time: 1 Action

Range: 60'

Components: VM Tattered page of a book with unintelligible ramblings

Duration: Concentration, 1 Minute

Your blood boils as your chant begins to resemble a cacophany of bestial roaring. While you maintain concentration, you can use your action and bonus action every turn to conjure a fey spirit in the shape of a black bear. These bears take their action immediately

after your turn and all of them concentrate their efforts, targeting only one creature at a time.

At Higher Levels: *If you cast this using a 8th level spell slot or higher, you instead summon Polar Bears.*

BardDruidRanger

Words of Wind

Level 5 Evocation

Casting Time: 1 Action

Range: 60'

Components: VM Densely written page from a tome of great fiction

Duration: Concentration, 1 Minute

Your voice is lost in the howl of a tempest gale, bringing tales of a never ending journey. While you maintain concentration, you can use your action every turn to make cause a whirlwind to pummel a creature. They must succeed on a Strength save or are transported 60' from you. Those that succeed take 2d6 bludgeoning damage.

At Higher Levels: *If you cast this using a 7th level spell slot or higher, they are transported 300' from you or take 3d6 bludgeoning damage and 2d6 cold damage on a success.*

BardDruidSorcererWizard

Words of Worship

Level 5 Abjuration

Casting Time: 1 Action

Range: 60'

Components: VM Page of a book of worship, somehow still pristine

Duration: Concentration, 1 Minute

Your heart sings as you speak inspiring words of the rewarded faithful. While you maintain concentration, you can use your action every turn to make give an ally +1 to AC until the start of your next turn and heal them for 4d6 HP.

At Higher Levels: *If you cast this using a 7th level spell slot or higher, targets instead gain 6d6 HP and gain +2 AC*

BardClericPaladin

Gratuitous Violence

Level 6 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Concentration, 1 Minute

Each creature within 30' of the target of this spell deals doubles the amount of damage die while attacking in melee.

ClericDruidWizard

Grip of Chaos

Level 6 Illusion

Casting Time: 1 Action

Range: 60'

Component: S

Duration: Concentration, 1 Minute

Colors and bodies swirl as the mind has difficulty pinning down a target. Whenever a creature in range attempts to cast a spell or make an attack, They must roll a Wisdom save or reselect all targets of spells and abilities from legal targets within normal ranges at random.

BardSorcererWarlockWizard

Final Punishment

Level 7 Enchantment

Casting Time: 1 Action

Range: 30'

Component: VS

Duration: 1 Round

Target creature in range makes a Wisdom save or finds itself in a torture chamber, reliving past pains over and over. When this spell ends, deal an amount of psychic damage equal to the amount already dealt since it was cast.

ClericWarlock

Mythic Proportions

Level 7 Transmutation

Casting Time: 1 Action

Range: Touch

Component: VS

Duration: Concentration, 1 Minute

Target creature becomes enveloped in an aura of power and deals an additional 3d12 on all attacks that they make.

BardDruidWizard

Decree of Annihilation

Level 8 Transmutation

Casting Time: 1 Action

Range: 500'

Component: VS

Duration: 10 Days

You speak of the end of the world, and your words become reality destroying the land around you. This spell makes it unrecognizable to others and violent, making it impossible for others to cast spells that create natural effects in this space for the duration, at which time the land begins to heal and these effects may resume. These effects may be similar to growing plants, conjuring storm clouds, and manipulating sources of water. For established lairs, the creature whose effects contributed to them must make a Wisdom save for each effect equal to your spell save DC or that effect is nullified for the duration.

Sorcerer

Decree of Justice

Level 8 Conjuraton

Casting Time: 1 Action

Range: 5'

Component: VS

Duration: Concentration, 1 Minute

You cry out for justice, tapping into the most pure forces of the Positive Plane to bring righteous anger and furious vengeance. You may summon the great power of three Deva into the world where they may take separate actions as you determine when you cast this spell immediately after your turn before the power that called them dissipates. Alternatively, you may cast this spell with Concentration for 1 Hour and instead summon the strength of seven holy Knights, all of whom will follow your command, given as you cast this spell or by using your action on subsequent turns. They take their turn immediately after you and complete directions as best as able until their respective ends or the magic that holds them to the world eventually dissolves and they fade away.

Cleric

Decree of Pain

Level 8 Evocation

Casting Time: 1 Action

Range: 60'

Component: VS

Duration: Instantaneous

You exclaim a final word of execution, and chop your hands as if an executioner's axe. All creatures within range make a Wisdom saving check equal to 20. All creatures that fail this check take a total of 8d8 necrotic

damage as their bodies start shutting down and failing. For each creature that dies from this spell, you gain one inspiration.

BardSorcerer

Decree of Savagery

Level 8 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Concentration, 1 Minute

You call out to the feral nature of your compatriots. Up to four allies within range gain +4 strength to a maximum of 22 and gain proficiency with improvised weapons for the duration.

Druid

Decree of Silence

Level 8 Abjuration

Casting Time: 1 Action

Range: 100'

Components: VS

Duration: Concentration, 1 Minute

You hold a single finger up to your mouth and build a bubble to absorb magical energies. Counter the next three spells of your choice cast within range as if a level 6 Counterspell were used.

Wizard

Dragon Storm

Level 9 Conjuration

Casting Time: 1 Action

Range: 5'

Components: VS

Duration: Instantaneous

Conjure a dragon of your choice of a CR equal or less than your character level. This dragon takes its turn next and then disappears. If a creature attacks you with a spell before your next turn, copy this spell.

ClericDruidSorcererWarlockWizard

Out of Time

Ghostfire

Level 1 Evocation

Casting Time: 1 Action

Range: 15'

Components: S

Duration: Instantaneous

Breathe the flame of an immaterial dragon and throw it dealing 2d6 fire damage to target creature that it hits and igniting any unattended objects for up to 1 minute. This fire created from this spell is invisible, though it's effects are not. It deals damage to creatures resistant and immune to fire damage as though they were not.

SorcererWizard

Mystic Speculation

Level 1 Divination

Casting Time: 1 Action

Range: Self

Components: S

Duration: Instantaneous

Roll a d20. You may use your reaction once in the next minute with that number to replace a d20 roll of a creature within 60'.

BardSorcererWizard

Nix

Level 1 Abjuration

Casting Time: 1 Reaction

Range: 60'

Components: VS

Duration: Instantaneous

A more modest application of magical counter energies allows you to neutralize more simple effects, countering a cantrip.

BardClericWizard

Ancestral Vision

Level 2 Divination

Casting Time: 1 Action

Range: Self

Components: V

Duration: Instantaneous

You reach out to spirits from generations past to gain three pieces of intimate and pertinent knowledge of your current location or company of the DM's choice over the next minute.

ClericDruidWizard

Erratic Mutation

Level 2 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

Target creature makes a Constitution save or chooses to submit to the roiling power of their muscles. Roll 2d6. The creature's body warps to become more able to deal that much extra damage with every melee attack until they end their turn. On a failed save, they take that much damage and half that on a success.

DruidSorcererWizard

Snap Back

Level 2 Conjunction

Casting Time: 1 Action or Reaction

Range: 60'

Components: VS

Duration: Instantaneous

Make a spell attack to enclose target creature in warping energies. On a hit, it is pulled to a spot 60' from its current location. If it moved this turn, you may choose to have that creature return to its original spot.

SorcererWizard

Stone and Wood Invocation

Level 2 Transmutation

Casting Time: 1 Action

Range: 30'

Components: V

Duration: Instantaneous

You call for the power of world to bolster a creature. It makes a Wisdom saving throw or grows one size category larger and cannot be the target of spells until the beginning of their next turn.

DruidRangerSorcerer

Dread Return

Level 4 Necromancy

Casting Time: 1 Action

Range: 60'

Components: VSM Three fleshy corpses

Duration: Concentration, 1 Minute

While you are concentrating on this, after any three creatures in the area have been killed, may use your reaction to draw those bodies together into one creature with the stats of an Ogre Zombie with a fleshy morningstar. You use your Bonus Action on future turns to command this creature.

ClericWizard

Foresee

Level 4 Divination

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 Hour

The next time that you would be attacked or make a spell save for the duration, add 2 to your AC and 2 to any spell save that you roll.

ClericWizard

Return to Dust

Level 4 Transmutation

Casting Time: 1 Reaction

Range: Touch

Components: V

Duration: Instantaneous

Whenever you are struck by a non-magical weapon, you may cast this spell in retaliation, dissolving that weapon after damage is dealt.

PaladinRanger

Riddle of Lightning

Level 4 Evocation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

As you cast this spell, randomly determine which spell slot is used to cast it using any slot that you have. The target must make a Dexterity save to take half damage or fail to avoid the wild energy, dealing a number of d12 lightning damage equal to the spell slot used.

DruidSorcerer

Spellshift

Level 4 Illusion

Casting Time: 1 Reaction

Range: 60'

Components: VS

Duration: Instantaneous

Weave your opponent's words and actions into your own, and on a failed Wisdom save, change the spell cast into another spell of equal or lower level that you know. The target or origin of the spell is determined by the original caster.

BardWizard

Trick Bind

Level 4 Illusion

Casting Time: 1 Reaction

Range: 60'

Components: VS

Duration: Instantaneous

You confound a clever opponent's plan and force them to make an Intelligence save. On a failure you may stop the effect of any feat or feature that is not an attack or spell from taking place. They can still use the effect at another time and do not need to recharge or rest to use the feat or feature on another turn.

BardSorcererWizard

Word of Seizing

Level 4 Enchantment

Casting Time: 1 Reaction

Range: 30'

Components: V

Duration: Instantaneous

When an opponent takes an action this turn, that creature makes a Charisma save or you chose the targets of that action from legal targets.

BardSorcererWarlockWizard

Harmonize

Level 5 Divination

Casting Time: 1 Action

Range: Touch

Components: VS

Duration: Concentration, 1 Minute

Target creature makes a Charisma save or their senses broaden as they become more in-tune with the world around them and their Wisdom score becomes 20 for the next minute. The target must make a DC 15 Constitution check at the end of the spell to avoid becoming stunned for the next minute after. The target of this spell cannot be the target again until they have taken a long rest.

ClericDruid

Reiterate

Level 5 Illusion

Casting Time: 1 Reaction

Range: 60'

Components: VS

Duration: Instantaneous

A target creature that you can see and hear must make an Intelligence save or you quickly identify and duplicate the spell of being cast right after it resolves. You must spend at least as high a spell slot as the caster is using and you may not use the action, bonus action, or reaction that casting that spell requires, on your next turn.

BardSorcererWizard

Mystical Teachings

Level 6 Divination

Casting Time: 1 Reaction

Range: Self

Components: S

Duration:

You open your eyes to the fabric of the Weave to learn from the many patterns, allowing you to cast a spell from another spell list as if you knew it for the next minute. You must still spend the required spell slots and any other costs.

BardClericWizard

Ignite Memories

Level 7 Enchantment

Casting Time: 1 Action

Range: 30'

Components: V

Duration: Instantaneous

Target creature makes an Intelligence check or you are able to reach into the recesses of a creature's mind and make arcane formula painful to remember, dealing an amount of psychic damage equal to the number of spells that the target knows or has memorized. Each time a spell is cast until the beginning of your next turn, copy this spell.

SorcererWarlockWizard

Damnation

Level 9 Necromancy

Casting Time: 1 Action

Range: 100'

Component:s: VSM An infernal dagger

Duration: Instantaneous

All creatures within 60' of a target within range below a CR or character level of 9 must succeed on a Charisma check or are pulled into a dark void, never to be seen or heard from again. Those that succeed on the saving throw take 4d6 necrotic damage.

ClericSorcererWarlockWizard

Heroes Remembered

Level 9 Evocation

Casting Time: 10 Minutes

Range: Self

Component:s: VSM A favor of your deity or token of legend

Duration: Instantaneous

You connect with to a divine or arcane font of healing energy, returning you to your starting life total, and regaining two 1st level spell slots, one 2nd level spell slot, and one 3rd level spell slot.

BardCleric

Gothic Horror

Bone Splinters

Level 1 Necromancy

Casting Time: 1 Action

Range: 100'

Component:s: VSM A bit of the creature being sacrificed

Duration: Instantaneous

Snip the tether that keeps a creature in this world, destroying a summoned, conjured, or risen creature that you control. Deal 3x the remaining hp as magical piercing, bludgeoning, or slashing damage of your choice to a creature within 15' of your summon on a failed Dexterity save, and half that on a success

ClericDruidWizard

Prey Upon

Level 1 Enchantment

Casting Time: 1 Action

Range: 15'

Component:s: V

Duration: Instantaneous

Target creature within range makes a melee attack targeting another creature right now or makes a Wisdom save to keep from being overwhelmed with bloodlust.

BardDruidPaladinRanger

Burning Vengeance

Level 2 Evocation

Casting Time: 1 Action

Range: Self

Component:s: S

Duration: Concentration, 1 Minute

Each time that you cast a spell, you deal a number of d6 damage of the same type of that spell for each time that you cast it during this spell's duration.

BardSorcerer

Ghostform

Level 2 Transmutation

Casting Time: 1 Action

Range: Touch

Component:s: VM A piece of translucent cloth

Duration: Concentration, 1 Minute

Target allied creature takes on a translucent appearance and can pass through solid objects. Creatures must roll a Wisdom (Perception) check equal to your spell save DC to notice them.

RangerSorcererWizard

Moon Mist

Level 2 Transmutation

Casting Time: 1 Action

Range: 100'

Component:s: V

Duration: 1 Round

A terrible howl erupts from your mouth, condensing the air into a mist that resonates with shifting creatures. All creatures with the shapechanger ability in a 100' radius must succeed a Wisdom saving throw or change to a different one of the allowed forms of its choice.

DruidRanger

Undying Power

Level 2 Necromancy

Casting Time: 1 Reaction

Range: 20'

Components: VS

Duration: Instantaneous

When a creature within range would go to 0 hp or miss a death saving throw, they roll 1 hit die and gain twice that hp. They gain +1 to their attacks using strength checks until their next turn.

Cleric Sorcerer Warlock

Wrack With Madness

Level 2 Enchantment

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: 1 Round

The next time that target creature would attack, it deals damage to itself on a failed Wisdom save.

Sorcerer Warlock

Claustrophobia

Level 3 Illusion

Casting Time: 1 Action

Range: 30'

Component: SM A small box

Duration: Instantaneous

Target creature makes a Wisdom save. If it fails, it becomes Restrained and Stunned and falls to the ground, believing itself to be trapped in a small space. For each turn that it is still affected by this spell, it takes an additional 1d6 psychic damage. Whenever it takes damage, it makes another Wisdom save to end this spell.

Bard Wizard

Dual Casting

Level 3 Divination

Casting Time: 1 Action

Range: Self

Component: VSM A metal fork

Duration: Concentration, 1 Hour

You open your mind to the flow of energy, immediately seeing and able to copy the effect of spells made in range. When a spell is cast, you may use your reaction to copy that spell if it is in your spell list and you have the slots to do so. You are unable to take an action on the turn after copying a spell in this way.

Bard Wizard

Essence Harvest

Level 3 Necromancy

Casting Time: 1 Action

Range: 20'

Components: VS

Duration: Instantaneous

Make a spell attack at target a creature within range as dark tendrils reach out to absorb its energy. These deal 2d10 necrotic damage on a hit and you gain that amount of temp HP.

Cleric Paladin Sorcerer Warlock Wizard

Lightning Prowess

Level 3 Evocation

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Concentration, 1 Minute

You wreath your hands and arms with electricity, able to reach out and shock your foes. You may make 2 ranged spell attacks each turn to targets within range as a bonus action. Deal 2d4 lightning damage on a hit.

Sorcerer Warlock Wizard

Sheltering Word

Level 3 Abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: 1 Round

You are surrounded with the power of nature, certain that no harm will come to pass. You cannot be targeted by spells or abilities until the end of your next turn, and you gain 2d6 HP.

Bard Druid Paladin Ranger

Abundant Growth

Level 4 Transmutation

Casting Time: 10 Minutes

Range: 30'

Component: VSM A seed

Duration: 8 Hours

The land is infused with vibrant energy and life, making a quiet refuge for wanderers. While in this spell's area of effect, the amount of time necessary for a short or long rest to recover spell slots or recharge

other abilities is halved. This does not remove the requirement for a full 8 hours for effects like exhaustion.

DruidRanger

Barter in Blood

Level 4 Necromancy

Casting Time: 1 Action

Range: 30'

Component:s: VSM A blood sacrifice

Duration: Instantaneous

You and an ally within 5' of you may cut yourselves and sacrifice a number of HP of your choice, intoning dark curses. Two enemies that you can see within range take an amount of necrotic damage equal to the total sacrificed.

BardClericWarlock

Curse of Exhaustion

Level 4 Necromancy

Casting Time: 1 Action

Range: 30'

Component:s: VS

Duration: Concentration, 1 Minute

You know when you just can't do anything anymore? This isn't that. Target creature rolls a Constitution save. On a failure, they are incapacitated. The target rerolls the save every turn for the duration.

ClericWarlock

Lingering Soul

Level 4 Necromancy

Casting Time: 1 Minute

Range: 10'

Component:s: VS

Duration: Concentration, 10 Minutes

Conjure a Poltergeist variant Specter of CR 1. You may spend action on your turn to direct this creature for the duration. If a Poltergeist dies during this spell, you may use your reaction to conjure another one. If you lose concentration during this spell, the Poltergeist is no longer under your control

ClericDruidWarlockWizard

Sudden Disappearance

Level 4 Conjunction

Casting Time: 1 Action

Range: 50'

Component:s: VS

Duration: Instantaneous

Remove all creatures in range from reality. At the beginning of the each creature's turn, roll a d2. On an even roll, that creature returns to reality in the same place that it left or the nearest adjacent if that place is occupied.

BardSorcererWarlockWizard

Battle Hymn

Level 5 Evocation

Casting Time: 1 Action

Range: 30'

Component:s: V

Duration: Instantaneous

Any number of allied creatures in range may use a reaction to join in with a impromptu chord, generating enough arcane energy to give a creature a spell slot equal to the number of allies using their reaction.

Bard

Bower Passage

Level 5 Conjunction

Casting Time: 1 Action

Range: Self

Component:s: VSM A root from a hedge plant

Duration: Concentration, 1 Hour

Conjure a passage of plant growth from the Feywild to protect your passage through a natural area on this plane. The space under the branches is 15' tall, 20' wide, dimly lit, eerily quiet, and the route continues in a direction of your choosing, building on itself for the duration of 1 hour. Creatures outside of the spell's area of effect must beat a Wisdom saving throw to identify the wood as unnatural before they would think to explore in it. Furthermore, any assault from the outside requires a Strength saving throw to break through the wood.

ClericDruidPaladinRanger

Eaten by Spiders

Level 5 Conjunction

Casting Time: 1 Action

Range: 60'

Component:s: VSM A spider's leg

Duration: Concentration, 1 Hour

Conjure a Giant Spider and a Web in a space of your choosing. Effects of the Web spell that would cause it to disappear do not work as long as the spider is still present.

DruidRanger

Generate Skaab

Level 5 Necromancy

Casting Time: 1 Action

Range: 20'

Component:s: VM At least three other fleshy corpses

Duration: Concentration, 1 Minute

Whereas other necromancers merely animate bodies, you have learned to take the best parts of your subjects to craft works of art. Generate a skaab from no less than 3 corpses or undead that you control, with statistics for a Flesh Golem without the Berserk ability and the construct creature type. For each corpse added to the skaab beyond the 3rd, gain any one of these once: flying speed of 30', add another Slam attack or increase damage die to d10, add to the current and maximum HP 1 hit die of HP. You may use a bonus action on your turn to apply another corpse. You use your action to assert your will through the creature on each turn. If it dies, you may use your reaction to absorb 1 nearby corpse into the creature, adding to its current and maximum HP 1 whole hit die. This hastily constructed creature dissolves at the end of the duration like any true art, the bodies no longer usable.

ClericWizard

Behold the Beyond

Level 6 Divination

Casting Time: 1 Action

Range: Touch

Component:s: VS

Duration: 1 Hour

Target Ally forgets all non-Cantrip spells that it knows or has memorized. For the duration, they know three spells from any spell list of a level that they could cast. For each spell that comes from a different class' spell list, they must succeed on a DC25 Wisdom save or becomes Paralyzed for a 10 minutes per failed save.

BardCleric

Spirit Away

Level 6 Necromancy

Casting Time: 1 Action

Range: 30'

Component:s: VSM A feather, chain link, and token from the target

Duration: Concentration, 1 Minute

Target creature is possessed by a spirit, granting it a flying speed of 40', +2 to damage rolls from melee attacks, and if it is not an allied creature, you gain control over it for the duration. It makes a Charisma check to break free of the spell at the end of each of its turns.

ClericDruidWizard

Infinite Reflection

Level 7 Transmutation

Casting Time: 1 Action

Range: 20'

Component:s: SM A broken shard of mirror

Duration: Concentration, 1 Minute

You split and multiply until there are as many of you as needed. Divide spell slots, hp, and ammunition between a number of copies of yourself equal to no more than half your level, rounded up, and conjured into a space within range. All of these copies have your senses and may move on your turn, but only one may cast a spell or make an attack at any time. When a copy dies or this spell ends, choose one of those versions of you that immediately absorbs all remaining spell slots and ammunition of the other with the sound of a shattering mirror.

BardSorcererWarlockWizard

Endless Ranks of the Dead

Level 9 Necromancy

Casting Time: 10 minutes

Range: Self

Component:s: VSM A token of a god of death

Duration: 8 Hours

You seethe with utmost of dark power, tethering your own minions to this world and reaching out to bring other bodies under your yoke. Whenever an undead creature that you control is reduced to 0 HP, the make a DC10 Constitution saving throw and return it to 10HP on a success. Whenever you control an undead creature and another creature dies within 100' of you, roll a percentile die. If you roll better than 50 percent, that creature is spontaneously reanimated under your control as if you had cast Animate Dead. For each animated creature that you control, the percent chance that you reanimate a creature goes up by 5.

ClericWizard

Shift

Level 0 Conjunction

Casting Time: 1 Action

Range: 30'

Components: S

Duration: Instantaneous

Teleport target in range creature 5' to a space that you can see.

ClericWarlockWizard

Duration: Instantaneous

Generate a bubble of force that absorbs an attack or spell directed at the target. The next time that a target would have a spell or attack target them, the target automatically saves or has the effect blocked. If a spell that would target the creature has radius for an origin, cone, or similar, the space closest to the caster starting 5' from the target becomes the origin and the spell goes around the target's space as appropriate.

SorcererWizard

Spirits and Swords

Glacial Ray

Level 1 Evocation

Casting Time: 1 Action

Range: 60'

Components: S

Duration: Instantaneous

Point pure cold power deal 1d6 cold damage to target creature. When you cast another spell with a spell slot higher than it's base level, you may add this effect for additional damage but will not gain benefits, if any, of using the higher slot on the original spell.

DruidSorcererWizard

First Volley

Level 2 Conjunction

Casting Time: 1 Action

Range: 60'

Components: SM An arrowhead or shard of a blade

Duration: Instantaneous

Fire a volley of arrows or daggers created from sheer will. If this spell attack hits, it deals either 2d6 or 3d4 piercing damage. The ephemeral weapons dissolve after they contact the target.

At Higher Levels: When using a spell slot of third level or higher, add 1d6 for each additional level.

BardWizard

Spun Glass

Level 2 Abjuration

Casting Time: 1 Action

Range: 40'

Components: VM A bit of glass

Sideswipe

Level 3 Abjuration

Casting Time: 1 Reaction

Range: Self

Components: VS

Duration: Instantaneous

You coat your body in reflective energy in the hopes of sending an attack somewhere more advantageous. If you are the target of a spell attack or ranged attack and would be hit by it, roll a spell attack or ranged attack of your own without proficiency and change the target of target spell to another target within 20' of you on a success.

BardClericWizard

Vengeful Shadow

Level 3 Enchantment

Casting Time: 1 Action

Range: 30'

Components: VM A shadow

Duration: Concentration, 1 Minute

The next time that target creature would deal damage or cast a spell, it must succeed on a Charisma saving throw or it sees itself as the immediate danger and targets itself with that effect.

SorcererWarlockWizard

Flames of the Bloodhand

Level 4 Necromancy

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Instantaneous

Target a creature with flames of dark energy. Deal 3d8 fire damage and the target cannot regain health until the end of your next turn.

ClericDruidSorcererWarlock

ClericSorcerer

Ghostly Prison

Level 4 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Concentration, 1 Hour

Surround a creature in range in bars and brick built from their own mind. They must succeed on an Intelligence save at the beginning of each turn for the duration or their speed is reduced to 0 and they cannot use multiattack on their turn.

ClericWizard

Rouges Cunning

Level 4 Necromancy

Casting Time: 1 Action

Range: Self

Components: VS

Duration: Concentration, 1 Minute

You use that the last pulse of life to take advantage of the situation. Each time that an enemy creature goes to 0 hp, you may cast a cantrip as a reaction.

SorcererWarlock

Veil of Secrecy

Level 4 Illusion

Casting Time: 1 Action

Range: Touch

Components: VS

Duration: Concentration, 1 Minute

Cloak an ally with darkness and guile. Target ally is invisible for the duration and cannot be the target of spells or abilities .

RangerWizard

Eradicate

Level 5 Evocation

Casting Time: 1 Action

Range: 150'

Components: S

Duration: Instantaneous

With a withering glance and waive of your hand, target a creature that you can see within range and CR of 3 or lower in range and destroy it and all creatures of the same name within the range

Pull Under

Level 5 Necromancy

Casting Time: 1 Action

Range: 60'

Components: VM A length of rope

Duration: Concentration, 1 Minute

Hands of the dead reach up from the muck, clawing at a poor soul. On a failed Dexterity save, the target is restrained and has a -3 to Strength for the duration. On subsequent turns, if the creature is still restrained, it takes 2d6 Psychic damage.

WarlockWizard

Quash

Level 5 Abjuration

Casting Time: 1 Reaction

Range: 150'

Components: VS

Duration: 10 Minutes

Ballng your hand as if to crush a spell in your palm, you create a layer of magical energy directly opposing another spell. Counter a spell of 4th level or lower. It cannot be cast in any way within 150' of your current location for the duration.

BardSorcerer

Scour

Level 5 Evocation

Casting Time: 1 Action

Range: 150'

Components: VS

Duration: Instantaneous

Rub your hands as if to remove the unclean. You remove all enchantments and illusions, from all creatures in range and are they are no longer charmed or frightened.

ClericSorcererWizard

Splinter

Level 5 Evocation

Casting Time: 1 Action

Range: 30'

Components: SM A broken bit of a weapon

Duration: Instantaneous

No normal weapon is safe from this disarming spell. Target creature in range rolls a Dexterity save. You destroy a non-magical weapon held or carried by the target and any other weapons of the same type within 20'.

DruidSorcerer

Feral Lightning

Level 6 Conjunction

Casting Time: 1 Action

Range: 5'

Components: VS

Duration: Instantaneous

With a peal of thunder, you conjure three lions of pure electric energy. They each move up to their speed and make a Pounce attack if possible. If they cannot move 20', they Bite. When they make their Bite attack they deal an additional d6 of lightning damage.

DruidSorcerer

The Unspeakable

Level 7 Conjunction

Casting Time: 1 Action

Range: 60'

Components: VSM A handful of sand, a looking glass,

Duration: 10 Minutes

With materials at arms reach and intoning arcane syllables, the missing name is filled in with the presence of a monstrosity from beyond the breach. The Unspeakable has the statistics of an Adult White Dragon without a burrow speed, ice walk, Legendary Resistance and actions, and all abilities and immunities relating to cold, It gains a Bronze Dragon's Repulsion Breath,, a Silver Dragon's, Paralyze Breath, and a Brass Dragon's Sleep Breath, all DC 14. The last 2 are not gasses and use an Intelligence save instead.. While the Unspeakable is in the world, your body becomes unconscious, as your mind is trapped inside of it. You cannot end this spell early. To cast this as a ritual, three different divination spells must be cast by three different spellcasters to complete the ritual, the Unspeakable taking one of their consciousness' at random. The Unspeakable does not recognize friend or foe and attacks any creatures in sight. The person whose consciousness is taken may attempt to Control it on each turn with a DC20 Charisma check or end the spell early by making a DC20 Intelligence save.

WarlockWizard

Time Skip

Level 7 Evocation

Casting Time: 1 Action

Range: 60'

Components: S

Duration: Instantaneous

You tap into the time stream to connect two points, Target creature makes a Wisdom save and on a failure, they skip their turn and are stunned until the start of their next turn.

SorcererWizard

The Twilight

Beckon Apparition

Level 2 Necromancy

Casting Time: 1 Bonus Action

Range: Touch

Components: VSM A recently deceased creature

Duration: Concentration, 1 Minute

Remove a creature's soul from it's body and create a CR 1 Poltergeist variant Specter from a living creature that has died in the past few minutes. You may use your action to direct it on each of your turns. If you lose concentration, the Poltergeist fades away.

ClericWizard

Elvish Ambush

Level 2 Conjunction

Casting Time: 1 Action

Range: 5'

Components: VSM

Duration: Concentration, 10 Minutes

Summon two ½CR Elvish Scouts into battle and give them a command. They take their turn immediately after yours. On following turns, you can give them another command as a bonus action and they will perform it.

Ranger

Puncture Bolt

Level 2 Evocation

Casting Time: 1 Action

Range:

Components:

Duration: Instantaneous

You extend your hand to launch a debilitating shot dealing 1d4 force damage to target creature. Depending on where that creature was hit until your next turn you either; slow it by 10', reduce it's damage die for attacks by 1, or keep it from gaining HP.

RangerSorcererWarlockWizard

Thoughtseize

Level 3 Enchantment

Casting Time: 1 Action

Range: 30'

Components: VSM A pin or needle

Duration: 1 Minute

Reach into an opponent's mind and pluck out dangerous thoughts. On failing an Intelligence save, look at spell list and list of actions, excluding lair actions, for target creature and choose any one of those actions except for Multiattack or basic attack, that the creature forgets for the duration. If it is targeted by this spell again, it remembers previously forgotten skills.

WarlockWizard

Weed Strangle

Level 3 Conjuraton

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Concentration, 10 Minutes

Target creature makes a Strength save. On a failure, it is restrained by life-draining vines. It takes 2d6 bludgeoning damage at the end of each of it's turns. You gain HP equal to ½ of the damage done on each turn. It automatically rolls a Strength save on each turn and breaks free on a success.

DruidRangerWizard

Double Cleave

Level 4 Transmutation

Casting Time: 1 Reaction

Range: 30'

Components: V

Duration: Instantaneous

At a deadly strike, tap into that second and repeat it. When a creature deals damage, you may deal that damage again as though it had struck for the same amount.

ClericPaladinWizard

Idyllic Tutor

Level 4 Divination

Casting Time: 1 Action

Range: Self

Components: VS

Duration: 1 Hour

For the next 5 minutes, you tap into ancient knowledge to know one Enchantment spell at random that you do not already know for the duration.

BardWizard

Knowledge Exploitation

Level 4 Divination

Casting Time: 1 Action

Range: Self

Components: SM A quill

Duration: 1 Hour

A quill knows to look for a page. Locate a written source of magic (scroll, book, item, formula) within one mile. If there are many different ones, or a specific one of interest, roll an Intelligence check and your DM chooses an appropriate one to point out and gives general directions on how to locate it.

BardWizard

Beseech the Queen

Level 5 Divination

Casting Time: 10 Minutes

Range: Self

Components: V

Duration: 1 Day

With a word to your patron or deity, you request all that you require and get only what they grant. For the duration, you know a spell from the Cleric or Warlock spell list and forget this spell. Once you use that spell, it is lost to you until you gain it through other means or cast this spell again.

ClericWarlock

Shimmering Image

Level 5 Conjuraton

Casting Time: 1 Action

Range:

Components: S

Duration: Instantaneous

Conjure an exact copy of target ally adjacent to that ally or in the nearest space available. It takes its turn immediately at the end of yours. It cannot use spells, although it can use non-magical abilities that ally can use. It disappears at the end of its turn.

BardSorcererWizard

The Created World

Assault Strobe

Level 1 Evocation

Casting Time: 1 Action

Range: 15'

Components: V

Duration: Instantaneous

Create an amount of stored energy in an ally, ready to be released upon contact. An ally's next melee attack that hits this turn deals double damage die.

DruidSorcerer

Steel Shaper's Gift

Level 1 Conjunction

Casting Time: 1 Action

Range: Self

Components: VS

Duration: Concentration, 1 Minute

Reach out into the nothing for inspiration, and pull your hand back into the world conjuring a weapon for the duration of the spell. If it leaves your hand for more than 1 minute, it dissolves to nothing.

BardClericPaladinRangerWizard

Dispense Justice

Level 2 Evocation

Casting Time: 1 Reaction

Range: 100'

Components: VS

Duration: Instantaneous

Become an instrument of a deity of a Lawful plane, turning aggression back on its source. When a creature would attack you with a physical or spell attack, react by you dealing 4d6 Radiant damage if the target fails a Charisma save, and half that if they succeed.

BardClericWizard

Fists of the Anvil

Level 2 Conjunction

Casting Time: 1 Action

Range: Self

Components: VM A pair of gloves

Duration: Instantaneous

Conjure magical gauntlets that cover your hands. You may now deal 1d6 plus 2 bludgeoning damage as an unarmed attack that you are proficient with. You still add your Strength modifier to the attack and damage rolls for these spells

ClericPaladinSorcerer

Shrapnel Blast

Level 2 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Instantaneous

As a part of this spell, throw a metal weapon in the direction of the target. It deals a number of d6 piercing damage die equal to its weight to creatures within 10' of the target location to creatures that fail a Dexterity save, and half that on a success.

SorcererWizard

Echoing Courage

Level 3 Enchantment

Casting Time: 1 Action

Range: 30'

Components: V

Duration: Instantaneous

For each ally in the area of one class, chosen as you cast this, they deal an additional 10 damage for physical attacks until the end of your next turn.

ClericDruidPaladinRanger

Geosurge

Level 3 Evocation

Casting Time: 10 minutes

Range: Self

Components: VS

Duration: Instantaneous

Tap into the intrinsic power of the land, grinding, flowing, falling, growing. Gain a 5th level spell slot. If you cast this while unable to get a fifth level slot

normally, you take 3d6 necrotic damage as your body strains to contain the power. This spell cannot be copied, quickened, or used by characters that do not have the druid class. Casting this spell makes the surrounding area unstable for an indeterminate time, preventing you from casting this spell without moving to land more than 5 miles away.

Druid

Volt Charge

Level 3 Transmutation

Casting Time: 1 Action

Range: 45'

Components: VS

Duration: Instantaneous

Create a bolt of energy and tap into its power to attack and bolster your own magical equipment. Make a spell attack and on a hit deal 3d6 lightning damage and add a charge to a magical item that you are wearing or carrying.

Sorcerer Wizard

Aether Snap

Level 4 Transmutation

Casting Time: 1 Action

Range: 60'

Components: S

Duration: Instantaneous

Snap your fingers and release the fragile bonds holding magic to physical items within 30' of a target space, releasing all charges from magical weapons and equipment. Any items that may dissolve at that time due to a roll after going to 0 charges do so. All magical equipment without charges does not function until the end of your next turn.

Bard Druid Wizard

Artillerize

Level 4 Conjuration

Casting Time: 1 Action

Range: 60'

Components: VSM A conjured or summoned creature that you control

Duration: Instantaneous

The magic that holds target conjured or animated creature that you control in this world is violently broken and deals 8d10 force damage to all targets within 20' of that creature that fail a Dexterity saving throw. This spell destroys that creature as a result.

Sorcerer Warlock Wizard

Retaliate

Level 4 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Instantaneous

You leave no slight unanswered. For each creature that dealt damage to you since your last turn, deal 4d6 psychic or radiant damage to them if they are within range.

Bard Cleric Paladin

Slag Storm

Level 4 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VSM A metal weapon

Duration: Concentration, 1 Minute

Destroy a metal weapon that you hold, utilizing the scraps as ammunition. Deal 3d8 piercing damage to all creatures in a 10' radius from target area that fail a Dexterity save or half that on a success. On a number of subsequent turns equal to the weight of the destroyed weapon, you may use a bonus action to deal another 2d8 piercing damage to creatures in that area that fail a Dexterity save or half on a success..

Druid Sorcerer Wizard

Unforge

Level 4 Transmutation

Casting Time: 1 Action

Range: 15'

Components: VS

Duration: Instantaneous

On a failed Dexterity save, a beam of energy heats a weapon being held by a creature to unbearable thresholds, destroying a weapon that target creature is holding. If the creature refused to drop the weapon and failed a Constitution saving throw, deal 4d4 fire damage or half that on a success.

Sorcerer Warlock Wizard

Dark Steel

Level 6 Transmutation

Casting Time: 10 minutes

Range: Touch

Components: VSM A black diamond

Duration: 1 Hour

A darkened sheen covers the target as you imbue a metal weapon, shield, armor, or object with the unbreakable strength of a fabled dark steel. Metallic arms and armor add an additional +1 to AC for the duration and can only be affected by this spell once per day. Other mundane items do not break for the duration of the spell. Casting this spell once a day for an entire year makes this effect permanent as long as the caster is alive.

ClericWizard

Roar of Reclamation

Level 7 Transmutation

Casting Time: 1 Action

Range: Self

Components: VM Items to be fixed

Duration: Instantaneous

Connect to a well of effort and agony of creation, magically fixing and renewing all items within 30'. If items are decayed, there must be enough material nearby to repair it. If they are broken beyond recognition, they cannot be restored.

BardClericWizard

City of Wonders

Aura Finesse

Level 2 Enchantment

Casting Time: 1 Action

Range: 60'

Components: S

Duration: Instantaneous

A smooth redirection of magical energies allow you to change the target of an enchantment that you control without needing to cast the original spell again. The new target must still fail any spell attack or saving throw to be affected by the original spell. On a success, the original spell fizzles.

BardWizard

Dizzy Spell

Level 2 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: 1 Round

Target creature makes a Constitution save or you tap into that creature's balance causing their next attack to be at disadvantage and to deal one fewer die as damage and cannot deal sneak attack damage. A creature that casts a spell must roll a DC15 Concentration check to successfully cast the spell.

When casting with a 4th level spell slot, target up to 4 creatures in range. When casting with a 6th level slot, target up to 8 creatures. When casting with an 8th level spell slot, target up to 12 creatures.

BardSorcererWizard

Fists of Ironwood

Level 2 Conjuration

Casting Time: 1 Action

Range: Self

Components: VSM A fleck of Ironwood bark

Duration: Concentration, 1 Minute

Wild energies wrap your arms and empower your physical abilities. The target deals 1d4 extra damage to melee attacks. Also summons two tiny plant creatures with statistics of a Rat except that they deal bludgeoning damage and act on your initiative.

DruidPaladinRangerSorcerer

Halcyon Glaze

Level 2 Illusion

Casting Time: 1 Bonus Action

Range: 60'

Components: SM A shard of glass

Duration: 1 Day

Imbue an otherwise benign illusion with mind rending power. Target an illusion that you have cast or perceive. Whenever a creature attempts to see or hear through this illusion, this illusion animates in a way that causes that creature 2d6 psychic damage and ending this spell. They must make another check to see through the illusion.

BardWizard

Ocular Halo

Level 2 Divination

Casting Time: 1 Action

Range: Self

Components: VS

Duration: 8 hours

A ring of eyes or divination power or perceptual energy surrounds you. You cannot be surprised for the duration and you gain advantage on perception checks using sight. If you attempt to sleep while this spell is active, it will take at least 1 hour more to gain the benefits of a long rest due to the added stimulus.

WarlockWizard

Quicken

Level 2 Transmutation

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: 1 Round

Target ally can cast another spell on it's next turn as a bonus action. One of these spells must still be a cantrip.

SorcererWizard

Copy Enchantment

Level 3 Enchantment

Casting Time: 1 Action

Range: 150'

Components: VS

Duration: Instantaneous

Through a cursory glance, you have deduced the nature of a spell and intend to duplicate it's power. For any one spell cast by yourself or another creature in range/that is affecting another creature for at least one round, you may copy that spell. The target of this spell is still subject to the spell attack or spell save as though you had cast the spell..

BardSorcererWizard

Lightning Helix

Level 3 Evocation

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Instantaneous

Electricity is conjured between you and a target, enervating you and striking your opponent's vital organs. On a failed Constitution save, this deals 2d8 damage and heals you for that same amount.

ClericSorcerer

Voidslime

Level 3 Conjuration

Casting Time: 1 Action

Range: Self

Components: VM A bit of organic slime

Duration: 1 Minute

Conjure a ball of slime in a free hand that lasts for the duration. You may throw it as a reaction to counter a spell or negate a single attack melee attack as it is consumed and is consumed by that spell.

DruidWizard

Dance of Wind and Fire

Level 4 Evocation

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 Round

Whirling winds launch you 20' into the air until the start of your next turn, and this vortex pulls all creatures within 20' failing a Strength save 10' original location. If you fall prone before this spell ends, this spell does not cause any more effect. As you crash to the ground on your next turn, searing energy surges outward dealing 2d6 fire damage to all foes in 10' radius and landing without taking damage.

DruidSorcerer

Flame Fusillade

Level 4 Evocation

Casting Time: 1 Action

Range: 20'

Components: VSM Pinch of ash

Duration: 1 Round

Create a firebolt that deals 1d10 damage floating next to up to 5 allies. They may attack with it on their next turn as a bonus action.

SorcererWizard

Galvanic Arc

Level 4 Evocation

Casting Time: 1 Action

Range: 30'

Components: V

Duration: Concentration, 1 Minute

Wrap an ally in an aura of energized air, ready to lunge at anyone that comes near it. When a creature attacks the target in melee, this aura deals 1d8 lightning

damage to that creature. You may target a inanimate object, but must use your action each turn to maintain it or this spell ends.

Sorcerer

Glimpse the Unthinkable

Level 4 Enchantment

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: 1 Round

Target creature makes an Intelligence save or it is Stunned and Frightened for the duration, seeing the depths or perils that mere mortals can't imagine.

WarlockWizard

Paralletric Feedback

Level 4 Evocation

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Instantaneous

Trace the magic of a spell back to its source and overload the caster, dealing a number of d10 lightning damage die equal to the spell slot used to cast target spell.

SorcererWizard

Pillory of the Sleepless

Level 5 Enchantment

Casting Time: 1 Action

Range: 60'

Components: VM A chain link

Duration: Concentration, 1 Minute

Target creature makes a Charisma save or becomes charmed. While it is charmed, you may use your action to deal 3d4 necrotic damage to that creature as it writhes in agonizing pain.

ClericPaladinWizard

Walking Archive

Level 5 Conjunction

Casting Time: 1 Action

Range: 15'

Components: VM A Spell Scroll that is not consumed.

Duration: Concentration, 1 Minute

A spell scroll unfurls impossibly long and wraps itself into a Large creature in range with a speed of 10' and half of your maximum HP, rounded down. You imbue it with the ability to cast a cantrip that you know. As an action on your turn, you may have it cast the cantrip or trigger the scroll to consume itself and cast the spell from the original scroll from it's space. At the end of this spell or when it casts the spell from the original scroll, it withers and crumbles into nothing.

SorcererWarlockWizard

Doubling Season

Level 6 Conjunction

Casting Time: 10 Minutes

Range: Self

Components: VSM A twinned nut, or split animal body part, like a two-tailed fish.

Duration: 1 Hour

When you cast a spell that would conjure a creature during this spell, this you gain twice the number of those creatures.

Druid

Souls of the Faultless

Level 6 Conjunction

Casting Time: 1 Action

Range: 30'

Components: VS

Duration: Concentration, 1 Minute

Conjure a line of Specters in three adjacent spaces. These specters do not move and only attack as a reaction to creatures attacking them or entering an adjacent space. They do not discriminate between friend and foe.

Cleric

Warp World

Level 6 Conjunction

Casting Time: 1 Action

Range: 100'

Components: VSM A pair of die.

Duration: Instantaneous

All creatures and movable objects that you can see in the area are teleported to a space of your choice that you can see that will contain it at least 10' from itself. Any object that is in a space that cannot support it, it falls and takes any damage by that.

SorcererWizard

Experimental Ooze

Level 7 Conjunction

Casting Time: 1 Action

Range: 5'

Components: VSM A bit of organic slime

Duration: Concentration, 1 Minute

Conjure a Large blue-green ooze creature with the stats of a Black Pudding without the Corrosive form ability. It has all non-legendary actions of creatures within 50' of it, including class abilities of your allies. Each time that it kills a creature, it gets one size category larger. You use your action on each of your turns to command the ooze and any split versions of it.

DruidWizard

Weapons Surge

Level 1 Conjunction

Casting Time: 1 Action

Range: Self

Components: SM A broken polearm shaft

Duration: 1 Turn

Conjure a spear until the end of turn. That spear gains +2 bonus to attacks.

RangerSorcerer

Inaction Injunction

Level 2 Abjuration

Casting Time: 1 Action

Range: 15'

Components: VSM A link of a chain

Duration: 1 Round

Target creature makes a Charisma save, or the arcane symbols you weave around it makes it's speed 0 until it's next turn.

ClericSorcererWizard

Martial Glory

Level 2 Conjunction

Casting Time: 1 Action

Range: 15'

Components: VS

Duration: 1 Round

Create an arcane sword and shield to bolster your allies. One target ally deals and additional 3 slashing

damage to any attacks that it makes for the duration. Another ally gains 3 AC for the duration.

BardClericPaladinSorcerer

Righteous Volley

Level 2 Evocation

Casting Time: 1 Action

Range: 15' Cone

Components: VM An arcane, divine, or natural spell casting focus.

Duration: Instantaneous

Point your implement at a target launch a spell attack in the form of a volley of magical blades, dealing 1d6 force damage to creatures in range.

ClericPaladin

Rootborn Defenses

Level 2 Transmutation

Casting Time: 1 Reaction

Range: Self

Components: SM A twig

Duration: 1 Round

As a creature attempts to attack you with a ranged or melee, you react instinctively by, jumping back a 5' if possible, interjecting a woody copy with the stats of a Needle Blight between you and the attack. If that creature survives, you may give it instructions with a bonus action on your turn before it falls apart at the end of that turn.

DruidRanger

Teleportal

Level 2 Conjunction

Casting Time: 1 Bonus Action

Range: Touch

Components: S

Duration: Instantaneous

You launch yourself or an ally to dangerous effect, teleporting the target ten feet and deal an extra five slashing, bludgeoning, or piercing damage with an attack this round.

PaladinRangerWizard

Slime Molding

Level 3 Transmutation

Casting Time: 1 Action

Range: 5'

Components: VM A bit of algae or slime

Duration: Concentration, 1 Hour

Replicate a bit of slime until it is a large ooze with statistics of an Ochre Jelly without Immunity to Lightning or triggering Split on lightning. You control this ooze with your bonus action.

DruidWizard

Voidwalk

Level 3 Conjunction

Casting Time: 1 Action

Range: Self

Components: V

Duration: Concentration, 1 Minute

You gain the ability to shift just outside of sync with the world around you, allowing you to move any amount of your speed this turn as though you had teleported. On following turns, for the duration of this spell, hitting a creature with a physical attack allows you to move in this way for that turn.

BardPaladinRangerWarlock

Dreadbore

Level 4 Evocation

Casting Time: 1 Action

Range: 60'

Components: VSM A token from a negative plane, such as the Abyss.

Duration: Instantaneous

You draw negative energy into the world and force it through an enemy's body. If you hit with a spell attack, deal 2d12 necrotic damage and 2d12 damage of your choice of cold, fire, lightning, or acid damage to that creature, leaving an indelible mark on them.

ClericSorcererWarlockWizard

Midnight Recovery

Level 4 Necromancy

Casting Time: 1 Action

Range: Self

Components: VS

Duration: Concentration, 1 Minute

Wreath your blade or bludgeon with a necrotic vortex that draws vitality for your own uses. Whenever you attack a creature with a melee weapon, an ally within five feet of you gains temp hp equal to half the damage dealt.

ClericPaladinRangerWarlockWizard

Plasm Capture

Level 4 Conjunction

Casting Time: 1 Reaction

Range: 60'

Components: VSM A bit of algae or slime

Duration: Instantaneous

Counter a spell of equal or lesser level and contain it in a small goopy construct in a random spot between the caster and the targeted space. A creature may touch it and gain the power of the contained spell slot to power their own spellcasting.

DruidRanger

Shadow Slice

Level 5 Evocation

Casting Time: 1 Action

Range: 15'

Components: S

Duration: Concentration, 1 Minute

Shadowy blades erupt from your hand to make a spell attack at a creature within range that you can see, dealing 3d4 necrotic damage on a hit. This ranged attack doesn't have disadvantage from being adjacent to the target. You may repeat this attack once per round for the duration whenever you hit with another physical attack.

ClericPaladinWarlock

Debt to the Deathless

Level 6 Necromancy

Casting Time: 1 Action

Range: 30'

Components: VSM A coin with a chunk missing

Duration: Instantaneous

Tap into the life force of those around you, draining the vitality of each creature by dealing 4d6 necrotic in range that fails a Constitution save and adding the total damage it to your own HP.

ClericWizard

Detention Sphere

Level 6 Conjunction

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Concentration, 1 Minute

Create a bubble of arcane glass that entraps each creature within 10' of an origin within range that fail a Charisma saving throw.

ClericWizard

Miming Slime

Level 6 Conjunction

Casting Time: 1 Action

Range: 30'

Component:s: VSM A ball of algae or slime

Duration: Concentration, 1 Minute

Conjure a gelatinous copy of an ally within five feet of that ally. It cannot cast spells, use class skills, and is armed with a copy of a melee weapon that ally bears and has 1/2 of the health of that ally. It takes its turn after that ally in a way that character would.

DruidWizard

Advent of the Wurm

Level 7 Conjunction

Casting Time: 1 Action

Range: 15'

Component:s: VS

Duration: Concentration, 1 Minute

Conjure a huge worm within range, displacing any creatures in that space and dealing 3d6 bludgeoning damage to creatures that fail a Dexterity save and half that on a success. You may cast this spell as a reaction. That worm has the statistics of a Purple Worm with 120 HP, no Tail Stinger attack, and it takes all of your concentration to control this creature, making your speed 0 and taking your action and bonus action to direct it on your turn. When you fail a concentration check or do not command it on your turn, it performs actions as directed by the DM.

DruidWizard

Dragon Shift

Level 7 Transmutation

Casting Time: 1 Action

Range: Self

Component:s: VSM A dragon scale

Duration: 1 Minute

Dragon wings erupt from your back destroying armor that you are wearing and providing a flying speed of forty feet. Your skin ripples, shifting and hardening into hardened scales granting you +3 AC. Until the end of your next turn, you can breath a gout of fire in a

cone twenty feet or make a claw attack that deals 2d6 plus your strength modifier slashing damage. Your countenance shifts to appear distinctly draconic, allowing you advantage on intimidation checks, frightening creatures that fail a Charisma save for 1 minute.

At Higher Levels: *If you cast this using an 8th level spell slot or higher, You can target two adjacent allies, but must maintain concentration for the duration.*

DruidSorcerer

Stolen Identity

Level 8 Illusion

Casting Time: 1 Action

Range: Self

Component:s: S

Duration: Concentration, 1 Minute

Create one mirrored copy of target creature. This is the same mirror that works with Mirror Image. Each time you hit a creature, add another image, to a maximum of three.

BardWizard

Merciless Eviction/Supreme Verdict

Level 9 Evocation

Casting Time: 1 Action

Range: 100'

Component:s: VSM A edict written with the power of this spell.

Duration: Instantaneous

From either connotation, your forceful command makes those in the area bend to your will. Spend another spell slot and deal that number of d10 force damage die to all creatures within 60' of the origin that fail a Charisma save and half that amount to those that succeed. All creatures that die from this damage are removed from this plane, possibly never to be seen again. Casting this spell as a ritual requires another two creatures that know this spell to participate in the ritual.

ClericWizard

The Archmage's Saga Tinker

Legendary Transmutation

Casting Time: 1 Action

Range: Touch

Components: SM Weapons or tools as raw materials.

Duration: Instantaneous

Tap into a object or weapon, creating a different object from the raw materials. Destroy a weapon or tool that you are carrying. You may turn that into another weapon or tool of similar construction. Such as: greataxe into longsword, or thieves' tools into blacksmith's tools. You must have enough material to complete the new object and either an example or knowledge on how to make the new object.

Wizard

Scent of Ivy or Nightshade

Legendary Evocation

Casting Time: 1 Action

Range: 15'

Components: VSM A leaf of Ivy or Nightshade

Duration: 1 Round

Direct the verdant scent of Ivy to encourage target creature make a Wisdom saving throw or deal a number of damage more with physical attacks equal to the spell slot used for this spell. You could instead spray a magical essence of Nightshade to cause them to make a Wisdom saving throw and reduce the number of damage that they deal on each damage die with physical attacks by the level of spell slot used to cast this spell.

DruidRanger

Steam Blast

Rare Evocation

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: Instantaneous

A source of liquid erupts in steam at all targets within 10' of it, causing them to make a Dexterity check, taking 3d8 fire damage on a failure and half that on a save. You could target concentrated water vapor (such as a cloud or fog) and only deal the damage to all targets within the targeted source.

DruidWizard

Humility

Uncommon Enchantment

Casting Time: 1 Action

Range: 60'

Components: VS

Duration: 1 Round

Plant a small seed of doubt in a creature and nurture it until they are a shell of themselves. Target creature of CR less than 9 makes a Wisdom save. If they fail, their HP becomes 10, AC is 10, all statistics higher than 10 are reduced to 10, and lose all abilities until the start of their next turn.

BardClericSorcererWizard

Lava Axe

Legendary Conjuration

Casting Time: 1 Action

Range: Touch

Components: VS

Duration: Instantaneous

Conjure a war axe comprised of molten rock for the duration for yourself or another creature in range. This weapon deals an additional 1d4 fire damage. It also has the thrown property. If it is thrown, it instead deals 8d8 fire damage to the target.

DruidPaladinRangerSorcererWarlock

Artifacts of Untold Power

Coveted Jitte

Rare Artifact

Casting Time:

Range:

Components:

Duration:

A +1 Dagger. This simple looking implement once performed wonders in the hands of an expert artist. You may inflict between 1 and 4 piercing damage to yourself, or the next time that you deal damage to a creature, add the number on the dagger's damage die as a number of charges. You may spend these any number of these charges as a free action to deal 5 necrotic damage to a creature within 15', gain 5 temp HP, or gain advantage on your next attack.

The Dragon's Fang

Rare Artifact

Casting Time:

Range:

Components:

Duration:

A +3 Longsword. An exquisitely crafted sword commissioned for a soldier of immense power. It is unknown if the sword is the earthly vessel for the dragon etched on the blade, or its prison. You may speak its name as a bonus action and the sword dissolves, calling forth a serpentine spirit with the stats of a young blue dragon. You may repeat its name before it perishes to rematerialize the sword in your hand and contain the spirit again. You cannot call it forth until after the next sunrise. If the dragon spirit dies before you reclaim the sword, only a Wish spell may restore it.

Evolution Vat

Rare Artifact

Casting Time:**Range:****Components:****Duration:**

A small tub of energetic organic material ready to bond with any life form it can. This can be used as a focus for any spells that conjure or summon creatures. Any creature that you summon with this focus has attacks that function as a +1 weapon.

Charring Reagent

Rare Artifact

Casting Time:**Range:****Components:****Duration:**

Drinking this energetic potion overloads your arcane potential. The next spell that you cast that deals damage deals 2d6 fire damage to you and adds twice that amount in fire to the spell's effects.

0Artifact